

SUPER ROBOT MONKEY TEAM HYPER FORCE GO!

WRITER'S GUIDE

Revised Bible

V2

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WALT MONKEY TELEVISION

OVERVIEW

LOGLINE: SUPER ROBOT MONKEY TEAM HYPER FORCE GO!

A fast paced futuristic anime-style action series that pits the forces of Ultimate Evil against a scrappy band of high-tech monkey warriors, led by a resourceful young teen boy. This epic coming of age sci-fi adventure centers on a boy named Chiro and his team of five Robot Monkeys, who defend their home, Shuggazoom City against the evil Skeleton King and his monster minions.

WHAT IS IT?

Super Robot Monkey Team Hyperforce Go! is a combination of breakneck high-stakes sci-fi and quirky comedy, with elements that will appeal to kids as well as adults. It draws inspiration from 1980's Japanese animation, live action TV superhero shows, and action comics, combining with western storytelling to tell compelling character stories with fantastic anime style action. The main focus of the stories will utilize epic good versus evil, hero and villain themes, set around the protection of Shuggazoom City and its inhabitants.

WHOSE STORY IS IT?

Chiro is a hero in training, and the series focus will be on his growth and the development of his heroic qualities (courage, honor, loyalty, etc...), which he will develop under the tutelage of his fantastic team of Five Super Robot Monkeys. Each adventure will reveal a bit more of his potential, in fact, the same potential that could lie in all of us, just waiting to be uncovered and transformed into a universe changing force for good. This is Chiro's story... from the boy who guards a city, to the teen who saves the world, to the Chosen One who would protect the universe!

BACKSTORY

THE CLOCK IS TICKING...

A cosmic changeover is approaching that will affect the entire universe, if the majority of planets in the universe are good, the universe will follow suit. Bad news is, if more planets end up evil... the whole universe will go evil.

Right now, the score is tied up. One world hangs in the balance and could go either way to become completely good or evil – SHUGGAZOOM. The focus is on the planet's glorious Shuggazoom City, a futuristic utopia where everything is good. Meanwhile, prowling in outer space is an ominous spaceship, the Citadel of Bone: Home to the source of all evil in the universe... Skeleton King.

Skeleton King has one goal: Turn Shuggazoom City evil before the cosmic changeover. The villain has a variety of diabolical methods to choose from– he might send a fantastic of never seen before giant monsters to invade the city, an army of creatures called simply The Formless, unleash a “hate ray” on its citizens, or simply try to wipe Shuggazoom City off the planet – *anything to destroy or drive out the good* and move in the evil in time for the great changeover. Seems like an easy achievement for such an evil guy, except Shuggazoom City has guardians...

THE SUPER ROBOT MONKEYS

Legends indicate that long ago five special monkeys were enhanced with technology and became a team of highly motivated bionic simians and the ancient guardians of Shuggazoom City. When the city found peace, the monkeys were put into suspended animation in their Super Robot, until the day they would be needed again.

ORIGIN OF THE TEAM

Chiro was a lonely latch key kid, bullied by his peers when he stumbled across an old defunct 120-foot robot in a park. Being a total science geek, he hoped to scavenge some cool mechanical bits from the wreck, so he explored the innards in the dark, until he discovered a THROW SWITCH in a darkened chamber.

Curious, he flipped the switch and a surge of energy coursed through his body – which transformed into that of a hero. His life was changed forever as he was transformed by the power of the strange energy known as the POWER PRIMATE. As Chiro recovered, power was restored to the Super Robot and five hibernator tubes hissed open. Inside each tube was a different SUPER ROBOT MONKEY, awakened after decades of cryo-sleep. Seeing Chiro, the Monkeys swore undying allegiance to him and he accepted the role of their leader.

Just in time to meet the threat of the Skeleton King and stop his awful plot.

MEET THE SUPER ROBOT MONKEYS

WHO ARE THESE MONKEYS?

Each Monkey has a distinct colorful personality, amazing robo-abilities and a unique set of skills. Besides the general robotic features of above, each Monkey has “specialty” technology, granting strengths and abilities for specific functions. Brief intro:

- ANTAURI – Black fur \ Ghost claws. The wise second in command whose connection with the Power Primate, gives him amazing and mysterious powers.
- SPRX-77 (often just called SPARKS) – Red Fur \ Magnet hand tools. The smug, wisecracking jokester, who gets the job done – the pilot.
- GIBSON – Blue fur \ Drills hand tools. The nerdy brainiac with an attention to detail, he has more logic chips in his brain, giving him the ability to far outthink the others.
- NOVA– Yellow fur \ Giant fists. The feisty female warrior with a heart of gold. She has an advanced battle chip that give her an unmatched variety of fighting moves.
- OTTO – Green fur \ Sawblade hand tools. The quietest of the Monkeys, Otto is the gadget-obsessed mechanic.

MONKEY PHYSIOLOGY

The Monkeys are real live monkeys with robotic embellishment: They’re cyborg chimps. All of the monkeys possess the following features.

- ROBOTIC ARMS: from their shoulders to their fingertips, the monkeys are machine, and utilize mech-morphing technology that hides gadgets specific to each monkey.
- CYBERNETIC TAILS: enable the monkeys to deploy them for various weapons and gizmos: scanners, grappling hook launcher, or as a 3rd prehensile hand. The end of the monkeys tails emit laser-like icons representing emotions or comical symbols communicating character (used very sparingly).
- ROCKET PACK: The pack can propel the Monkeys through air, space or water.
- MONKEY PLUG: Each Monkey’s head has a plug allowing access to each other, ships, computers, and their sleep \ recharge pod via the Power Primate.
- GADGETS GALORE: night vision, thermal, telescopic goggles unfold from their helmets, scanners appear from ears, their tails may unfold into a propeller -- whenever the monkeys need a cool gadget, often its already built in.

MONKEY MADNESS

Due to the diverse nature of the Monkeys personalities, there are often differences of opinion in everything from how to train Chiro to how to thwart Skeleton King plots. Though the monkeys have their disagreements now and then, they have one rallying point that comes above all else: CHIRO -- as the living embodiment of the Power Primate, the boy bonds them together, keeping true harmony amongst their ranks, regardless of any minor personality conflicts. Now more about that Power Primate...

THE POWER PRIMATE

A mysterious universal “primate” energy force that surrounds and connects the Hyperforce and is the source of their special powers.

THE MONKEYS & THE POWER PRIMATE

Though they are robots, there is another unseen matrix of power that gives them their intelligence, their will, their emotions, etc... Its aspects border on the mystical (like The Force). One monkey might use it to summon extra strength in dire situations, another monkey sue it for insight into a crisis of conscious. Each monkey uses the Power Primate differently.

The Power Primate also binds the Monkeys with Chiro. It creates an inexplicable bond between the boy and the monkeys – merging the line between them – like an animalistic 6th sense.

CHIRO & THE POWER PRIMATE

Chiro is able to translate – “monkey-speak” and communicate with the monkeys (no one else in Shuggazoom city is able to do this). Beyond, the communication aspect, the Power Primate creates an inexplicable bond between Chiro and the Monkeys – like a sixth sense that some family members share.

Chiro also wields the most powerful, pure representation of the Power Primate, which imbues him with a wide range of mega-monkey physical\mental powers. As Chiro’s abilities continue to develop with the Power Primate, his skills will mature allowing him fantastic new powers (detailed below).

CHIRO

WHO IS THIS KID?

Chiro will not be portrayed as young as he was in the pilot. Now he's a 13 year old. A little more mox and spirit and a just bit of an attitude. As a young teen, he has the persona most of the kids his age can identify with – one who IS the way he is perceived: unassuming, awkward, and maybe a little insecure. He's Luke Skywalker or Marty McFly – the kid who somehow got ahold of the most powerful force in the universe. So how does he react? He totally geeks out!

Once it sunk in that he'd been made leader of the Super Robot Monkey Team, Chiro chose to make the most of it. He embraced the world of the Monkeys as if he was born to be a part of it (there might some truth to this). He was empowered to become "the Chiro" he always wanted to be: that courageous young man who rises to every challenge. The instant Chiro transforms, he doesn't have to try to be cool – the cool oozes from him. He becomes the way he WANTS to be perceived: brave fighter, bold leader, and great hero. Now this 13-year-old kid will stand toe to toe with the worst bad guy in the universe.

THE ROLE OF HERO

Before he found the Monkeys, Chiro was looking for direction. And now he has it – call it destiny, Chiro understands the stakes, and knows the entire population of Shuggazoom City is counting on him. He has accepted the great responsibility, his confidence growing with the knowledge the Monkeys have his back, every step of the way.

POSITIVE CHARACTER TRAITS

Too numerous to list. Chiro is capable, courageous and brave and because of the Monkeys, empowered to face any fear. He's a natural leader. The kid's got that something special – call it the eye of the Tiger, the soul of a hero, a champion. His intentions are as noble and pure as his heart. Through and through, Chiro is just good.

A WEAKNESS OR TWO

Chiro does overextend himself. He's not Batman yet... More like Robin. Because he's a new hero, he's a bit insecure, he overcompensates, eager to prove himself. He'll pretend he's tougher or more knowledgeable than he really is. He'll be impulsive, impetuous, and occasionally even reckless. The kid won't back down... even in the odd occasion that he should. This will be one of Chiro's re-occurring flaws. Good thing Chiro has the monkeys to share their wisdom and experience and teach him patience.

Chiro is also naive, and often his open, trusting persona will get the Team in trouble. The kid's sweet, not wanting to see the bad things about others. Like all kids his age, Chiro isn't immune to peer pressure, he does, however, have solid morals that guide him in knowing right from wrong --- when in doubt, he has the Monkeys at his back.

CHIRO & THE SUPER ROBOT MONKEY TEAM

CHIRO'S TEAM ROLE

As leader-in-training of the Super Robot Monkey Team, Chiro usually has the last word of authority, but operates with the input of the other Monkeys -- and even then, he wants to lead by example and not disappoint those he leads.

- Leader (on the job training) of the Super Robot Monkey Team.
- Torso Tank Driver (pilots Super Robot's midsection).
- Chosen Protector of the Universe (to be).

CHIRO & THE POWER PRIMATE

Infused with the Power Primate, Chiro can trigger his transformation and become "Hyper Chiro" at any time. With the transformation, he activates the Power Primate that resides in him and his costume appears on him in a quick paced sequence: A swell white jumpsuit with matching orange scarf and striped mask make Chiro's dramatic physical change from boy to superhero. Beside the exterior transformation, the Power Primate gives Chiro a host of "primate powers" he is still developing.

SPECIAL POWERS \ MOVES

Upon transformation, Chiro gains the following super monkey abilities:

- Monkey Speed: 5X's as fast.
- Monkey Strength: 5 X's as strong.
- Monkey Agility: amazing evasive or attack ability for jumps, flips, dives and rolls.

Chiro has the ability to focus the Power Primate into a variety of specialized offensive and defensive "Energy moves" that he calls out as he manifests them.

- "THUNDER PUNCH! Chiro's basic punch in which Primate Energy emanates from Chiro's chest, charges into his fist, delivers with a tremendous amount of power.
- CHIRO SPEARO! Chiro reaches back and manifests a "spear of energy" which he can hurl at a target.
- LIGHTNING KICK! Chiro's leg arcs with lightning like energy.
- ROUNDHOUSE DAZZLER! Roundhouse kick with multiple bolts.
- MONKEY FU! Chiro centers himself and while in a stationary pose: sends out a radiating blast of Monkey Energy knocking down anything in his proximity.
- THE INNER PRIMATE! Chiro's most powerful and exhausting move. Chiro summons the ability to manifest a glowing "gorilla" exo-shell around him that possesses incredible strength – this is a last resort move that exhausts Chiro.

NOTE: the Inner Primate move available only after Episode 9.

CHIRO'S FUTURE

With every episode, as the audience grows, so will Chiro's journey mature him. His early lessons will focus on his leadership and on his discovering and developing within himself, the attributes that make for a well-rounded hero: bravery, loyalty, honor, mercy, etc... Later, he will discover his potential for far more than simple, city-saving heroics, he will discover his ability to become the guardian of the universe.

CHIRO & THE MONKEYS

Imagine you lead the five most powerful superheroes ever. Now imagine your five favorite teachers were these heroes and also just happen to be cool robotic monkeys. You're a tight knit group, best friends as well. Too cool to be true? For all intents and purposes, the monkeys are Chiro's friends, instructors and family.

Leader \ Team

Accepting the role of leader was a bit difficult for Chiro because of his inexperience and self-doubt, however, as the Monkeys trust in him has grown, so has his confidence to lead them. As Chiro embraces the Power Primate, the monkeys trust grows, knowing his leadership skills will experience more ups than downs in the future.

Student \ Teachers

The boy's instructional relationship with the monkeys is one of mutual respect. Chiro respects the experience of the Monkeys in regard to being superheroes. He knows he's the neophyte and hopes to learn "on the job" how to consistently save the day. That means he's open to learning the virtues of honor, chivalry, courage, etc... However, like any young student, he'll be impatient, grow bored, get a big head or think he knows best. The monkeys as a whole are patient, choosing when it's best to give Chiro advice, when to push him, and when to allow him to learn lessons at his own pace.

Friends \ Family

Besides the somewhat formal relationships, the tight knit friendships grow as Chiro and the Monkeys learn about each other. The Monkeys don't always understand Chiro's motivations. After all, the motivations of a 13 year old boy are not quite the same as those of ageless robot monkeys. They don't understand his need for say, a pet, a rare comic book, etc... Chiro gives the monkeys insight into human behavior – both the positive and negative aspects of it. Same goes for Chiro, like when the monkeys freak out during their upgrade process... Chiro will shrug, "Must be a monkey thing."

CHIRO & ANTAURI (Black)

Chiro sees Antauri as his spiritual advisor – his Yoda so-to-speak. Where matters of faith or soul are concerned, Chiro looks to Antauri for his always insightful guidance. Though Antauri guides Chiro, he recognizes the boy as the Team's leader, and sees in him the potential to be the Hyperforce member ever. Because of Chiro's high potential, Antauri sometimes pushes him a little harder than he ought to.

Antauri will often choose an eastern style proverb to advise Chiro with. Often, Chiro will not understand the lesson Antauri is trying to teach him, but through the course of an adventure... the meaning will come clear to Chiro. More so than any of the others, Antauri has the master and pupil relationship with Chiro.

CHIRO & GIBSON (Blue)

Both science geeks, Chiro and Gibson share an almost psychic shorthand when it comes to technology. When the long-winded Gibson rambles on, spouting scientific jargon for a paragraph, it's Chiro who translates his meaning to the other monkeys into a short phrase. Chiro likes to experiment, and will try new things while Gibson attempts to be the guarded voice of logic, usually warning of the negative possibilities of a risky Chiro plan.

Chiro appreciates that Gibson will relentlessly work to solve any science problem related to Team activities. The same goes for a personal issue Chiro might be dealing with, often with humorous results. For example, Gibson will attempt to create a mathematical formula to help Chiro understand why a Girl doesn't like him.

CHIRO & SPRX-77 (Red – “Sparks”)

Whenever Chiro seeks some worldly advice, be it about looking or acting cool, he goes to SPRX-77, who will freely offers his advice. If Chiro wants to goof off instead of practicing his moves, he'll always find SPRX-77 ready to blow off exercises and goof around. Their relationship is sort of an unspoken, older brother-younger brother relationship – mutual admiration for certain, but also the more casual, buddy-buddy interaction and the occasional good natured sibling-like competitions.

CHIRO & OTTO (Green)

Otto is Chiro's dependable rock solid pal – when the boy needs someone to talk to who won't offer stuffy advice, Otto is the one. Otto is also the one Chiro comes to when he's up to something sneaky and needs the help of someone who will go along with a less than well thought-out plan. Though known for his keen mechanical ability, Otto's not a complete idiot – he's just well aware it's often smarter to stay quiet than open his mouth when Chiro's struggling with something – though he always has Chiro's back, even if he knows the kid's on the wrong track.

CHIRO & NOVA (Yellow)

If Chiro is having a crisis of conscience, or is unsure about how to resolve a heartfelt issue, he knows he'll always get a truthful response from Nova, who acts as his emotional barometer for all such matters. Often Chiro won't have to even say a thing, Nova will sense he's hurting and do her best to encourage him to keep going.

While the other Monkeys might have Chiro use strength or brainpower or raw gut instinct, Nova encourages Chiro to use his heart to see him through a problem. And if that doesn't work, she's always up for a little good ol' fashioned fist pounding.

ANTAURI (Black)

Antauri is easily recognized as a monkey with authority. He possesses a quiet strength, like that of an experienced master samurai. He seldom speaks, but when he does, his words always carry great wisdom. He is the voice of tempered reason – calm, cool, calculated. As the spiritual leader of the Team, he’s been implanted with the teachings of the greatest thinkers and philosophers of the universe. He’s ever introspective and seeking a deeper wisdom and understanding of the Power Primate. In battle, Antauri is patient, carefully picking his moment to act. If Antauri has any weakness, it will be his tendency to sometimes be too patient and allow an opportunity to pass. Antauri possesses a wry sense of humor, often pointing out the irony of a situation with an understated profound-ism.

TEAM ROLE

- Voice of wisdom and reason – seeing the big picture.
- Brilliant strategist, second in command of the Team.
- Pilot of the BRAIN SCRAMBLER (Super Robot’s head).

SPECIAL POWERS \ MOVES

- Antauri possesses “GHOSTS CLAWS.” These hands are capable of “phasing through” other objects, disrupting electrical systems, creating instant mind-melds with other beings – he uses the ghost hands as an extension of the Power Primate.
- “MONKEY MOVES” Antauri uses his claws to whisk him along the ground in a super monkey gallop – high speed, long reaches.
- “PHASE & DAZE” – Antauri uses his ghost claws to reach through solid objects and grab a target on the other side and slam them into it.
- “CLAW DISRUPTER” – Antauri phases his claws through electronics, causing them to short circuit and usually explode.
- HYPNO FLURRY! Antauri can move his Monkey Claws in a extremely fast blur, creating a hypnotic effect that temporarily stuns his foes.
- “MONKEY MIND SCREAM” – psychic-mind attack that creates a mind numbing mental scream in the heads of his targets.

ANTAURI & CHIRO

In this simple relationship, Antauri is the mentor; Chiro, the leader\hero-in-training. In Chiro, Antauri sees the big picture, Chiro’s potential for the universe’s greatest hero. Chiro can’t see that yet, he’s still a kid living in the small to medium sized picture. Still Antauri nurtures Chiro growth in the Power Primate and shares his insights with the boy, promoting his internal growth. Where Chiro just wants to learn it all now, Antauri practices supreme patience, often letting him make mistakes so that he can learn from them. Occasionally, Antauri will try to shield Chiro from lessons he feels he’s not ready to learn yet – and Chiro will always surprise him by revealing he’s ahead of the curve – though not often. Antauri treats Chiro as a peer, something Chiro deeply admires – because he knows he’s a long way to go before he reaches Antauri’s level.

ANTAURI & SPRX-77

The strongest force in the universe to test Antauri's patience is SPRX-77 (Sparks). While Antauri understands the Team's need for SPRX-77's inspiration and spirit, he often grows frustrated by SPRX-77's stubborn refusal to see his point of view. While Antauri is the thinker, SPRX-77 is the doer. Antauri likes to have a plan, while SPRX-77 usually acts on impulse and bravado. Approaching problems from different angles, these two often bump Monkey helmets when it comes to figuring out solutions – especially because Antauri always sees through SPRX-77's shenanigans and SPRX-77 knows it! Antauri will always compliment SPRX-77 on an inspired solution to a problem... with an iron-filled quotation.

ANTAURI & NOVA

As he has with Chiro, Antauri has taken it upon himself to act as a teacher to Nova. His profound insights help her to channel her fiery emotional nature into positive soul searching and teaching herself patience. He's can disarm a Nova emotional outburst with a single well-chosen word, "Nova." While Antauri will first look for a peaceful solution to problems that arise and try to keep the over-eager Nova from unleashing her huge metal Monkey fists on any threat the team encounters.

ANTAURI & GIBSON

A friendship based on mutual respect. Antauri knows he can count on Gibson to diligently figure out any problem. Antauri's easy hope in hopeless situations gives Gibson the focus to carry on. Antauri just seems to know things will work out, whereas Gibson needs to be shown some concrete evidence, backed up by statistics. Antauri trusts his inner compass to guide him, while Gibson is more at ease with calculations from the Super Robot's scanners and computers.

ANTAURI & OTTO

Antauri admires Otto's simple nature and pure heart and marvels at his almost idiot savant mechanical abilities. Otto's dependability means a lot to Antauri, who knows he'll not question orders and diligently perform his duty. This isn't to say that Antauri can't get frustrated when Otto misunderstands an order or his narrow attention span get him caught up in some playful shenanigan, as he forgets about what he's really supposed to be doing.

SPRX-77 “SPARKS” (Red)

Called Sparks by Chiro and the others, the red monkey is cavalier and unflappable, and could be likened to a suave Han Solo. SPRX-77 lives in the moment, by far the most spontaneous and instinctual of the Team. He has a knack for solving impossible problems with extremely simple “common sense” solutions. This smugness makes him sometimes come across as the monkey you love and hate, because he’s so effortless and nonchalant in everything he does. He’s always got something to say about everything – he’s got a big mouth! Born lucky, SPRX-77 is the epitome of everything cool about a Robot Monkey. And he knows it. Never modest, SPRX-77 will take every opportunity to remind you about just how cool he is, following up with, “Just tellin’ it like it is...”

TEAM ROLE

- He’s a wild card, impulsive and spontaneous
- He’s a smooth talker, although his mouth is apt to get him into just as much trouble as it gets him out of (especially with Nova).
- The Team’s best pilot, always pushing the limits with his daredevil maneuvers, he commands FIST ROCKET ONE (Super Robot’s right hand).

SPECIAL POWERS \ MOVES

- MAGNO-FISTS: His hands can morph into super powerful electro-magnets to attract or repel metallic objects.
 - MAGNA-TINGLER BLAST! Placing the magnet hands together, Sparks can generate and launch an intense arcing bolt of magnetic energy at his target.
 - MAGNA-BALL BLAZER! Placing his magnet hands together, Sparks can generate and launch a “ball of magnetic” energy, which will pull metal objects toward it and make them stick to it (like a magnet).
 - MAGNO-MASHER! Sparks uses his magnet hands to bring heavy pieces of metal crashing together – flattening anything between them.
 - MAGNO-FIELD SHIELD! Sparks can use the Magnets to generate a magnetic “force field” around himself (and any monkeys in the immediate proximity).
 - ATTRACTO-BEAM\REPULSO-RAY - The Magnet hands use attractive\repulsor power to pull\push metal objects with irresistible force.
 - POLARITY SWITCH! When using either the Attracto Beam or Repulso Ray, Sparks can switch polarity to reverse the effect – the magnets will “CLICK” and revolve 180 degrees then “CLICK” into place again.
 - ELECTRO-VIBRA FORKS! Slapping the end of his magnets together, creating a incredible destructive “tuning fork” vibration wave.

SPRX-77 & CHIRO

SPRX-77 uses a healthy competition between he and Chiro to keep the boy growing. Their Big\little brother interaction is playful, with good natured teasing and challenges. SPRX-77 has a knack for knowing when Chiro needs a little worldly advice and he’ll offer it, encouraging him to always be himself. Unfortunately, it’s often SPRX-77’s advice that winds up getting Chiro in the most trouble.

SPRX-77 & ANTAURI

SPRX-77 sees Antauri as the holier than thou-type who ponders too much. He respects Antauri's wisdom – up to a point, the point where he's grown bored and wants to take action. When Antauri reacts like a stern parent, Sparks always has some wry teenage comeback – sometimes he'll crack wise just to annoy Antauri.

Where Sparks is impulsive and instinctual, Antauri is insightful and introspective. They are like Yin and Yang, tying directly into opposite ends of the Power Primate. During matters of serious importance, however, Sparks usually puts aside his ego and follows Antauri's lead. Often, their different approaches to a problem can create conflict – although it is usually good natured, these two won't hesitate to cleverly point out each others mistakes. (Antauri = Ben Kenobi. Sparks = Han Solo --- kind of like Shaq & Kobe.)

SPRX-77 & NOVA

SPRX-77 thinks he could “get” Nova anytime he wanted. He's convinced himself she likes him, but he chooses to keep his options open and teases her whenever he gets a chance. He thinks she can be persuaded to see his point of view by his sheer charm, and this often works, but then SPRX-77 will overdo it and he get in trouble with her. Since both are highly competitive, it's not unusual for these two to talk more trash than any of the others.

SPRX-77 & OTTO

SPRX-77 is proud to call Otto his best pal. He envies Otto, who can blissfully enjoy himself in almost all situations. These are the two who might start laughing and not be able to stop until they've passed out. If two monkeys were going to sneak out to goof off, it'd be SPRX-77 and Otto... usually at SPRX-77's plotting. Most of the time, SPRX-77 is a bit of a bad influence on Otto, who is always left holding the bag when the two get into monkey mischief.

SPRX-77 & GIBSON

SPRX-77 loves to poke a hole in Gibson's well thought through plans with a simple common sense observation. At the same time, he'll give Gibson credit where it's due, but usually with a playfully backhanded compliment. And, of course, he'll follow up with, “Just tellin' it like it is.”

NOVA (Yellow)

Nova's passionate nature is expressed with a great overflowing enthusiasm and an infectious sense of optimism that radiates from her. Don't let her good nature fool you; her emotional nature translates to pure determination, making her the greatest warrior on the Team. Once she's set her mind to something, God help anything that gets in her way. She uses her ferocious attacks to fine effect in conflicts since her foes usually underestimate "the girl monkey", giving her more chances to pummel them senseless.

On the flip side, Nova is so in touch with her emotions she'll often let them lead her in social situations – which means being open, emotionally speaking. She has the knack to see through a situation using feelings alone – her female intuition being incredibly insightful. If Nova has any weakness, it's the same as her greatest strength; when she allows her self to get overly emotional, she'll overreact, losing all sight of reason.

TEAM ROLE

- Emotional barometer – The heart of the Team.
- By far the best fighter of the Team – The warrior.
- Pilot of the FOOT PRESSURE CRUISER ONE (Super Robot's right foot).

SPECIAL POWERS \ MOVES

ROBO-FISTS: Nova has a pair of oversized incredibly hands with devastating power. She's a little clumsy, always inadvertently breaking things while trying to express herself.

- LADY TOMAHAWK! Nova locks her robo-fists together and swings them from behind her head at the ground, creating a traveling fissure (or flattening targets).
- BOOM-BOOM WAKE UP! One-Two Punch combination.
- STING RING! Nova SLAMS her fists together, creating a sonic impact effect that sends out a "ring" of destructive sonic energy.
- SNAP SLAM KA-BAM! Nova throws a punch, which stops short of its target and the knuckles extend to complete the move.
- KNUCKLE DUSTER! A backhand power move to knock down or push back a large target.
- TWIRL EM' AND HURL EM'! Nova grabs her target and spins it around, then lets go, throwing it far away.

NOVA & CHIRO

Nova recognizes Chiro's big heart and she likes seeing him use it, even though his role as leader might make him pretend to be tougher than he really is. Nova knows he's still just 13, and subject to his teen emotions. Nova and Chiro have a special relationship, as often she will be able to articulate the feelings he's having, when he cannot. By helping Chiro express his emotions, she aids in his emotional development. Their friendship is deep and caring – like brother and sister. But Chiro is still the leader and Nova has no problem following his orders... especially if he's ordering her into battle.

NOVA & ANTAURI

Nova totally respects Antauri's wisdom. The high esteem she feels for him is about the only thing that can make her change her mind, once she's set it on achieving something. When in doubt, she'll always follow Antauri's lead. It just that sometimes she wishes he'd lead a little sooner. While Antauri likes to ponder a situation before acting, Nova likes to "just do it."

NOVA & SPRX-77

Often charmed by SPRX-77's spontaneous nature, she'll follow him into a dangerous situation because of his passion. It is only after she's halfway into the mess and realizes it wasn't a bright idea that she'll rethink her decision and assert herself. There are times when SPRX-77 lays on the charm a little too much while trying to manipulate Nova. Naturally, she'll see right through it, never hesitating to put him in his place. Behind all their playful practical jokes and their relentless competitions to see who's best, Nova and SPRX-77 share a mutual admiration for each other... of course, they'd never let the other know it.

NOVA & OTTO

She sees Otto's softer side and likes him because he doesn't put on airs – he is who he is. She'll even put up with his boisterous burps and his poor, make that disgusting, grooming habits. When it comes to raw force, these two together are unmatched and have a running competition to see who can kick more butts in battle. Right now, they're tied. They have a variety of special team-up moves that work with such perfection to amaze the others. Protective of Otto, Nova never likes it when SPRX-77 exploits his innocence and leads him astray. What is it with guys... always behaving like... monkeys.

NOVA & GIBSON

Gibson's longwinded explanations often amaze Nova – she just wishes he'd cut them short and get to the action part. Although she usually feels dumb when she cuts him off and his explanation proves to be exactly what she needed to solve the problem. Nova loves putting the uptight Gibson into compromising situations where he can be easily embarrassed. And she's not beyond playing a little practical joke on him just to see him squirm.

GIBSON (Blue)

Supercharged with robotic brainpower, Gibson is a techno-mastermind. He's articulate, plodding and methodical. Along with his great intelligence has come impatience with anyone not up to his level. He often comes across as aloof and a bit stuffy. If the team has a pessimist, it's Gibson, who will grow dramatic in his descriptions of threats, then provide hopeless odds of success against them. Gibson creates mathematical formula for everything – like covering chalkboard after chalkboard with algorithms for making pancakes – its simple! So simple, he's routinely frustrated that nobody gets him. He's also easily sidetracked whenever some unusual scientific find presents itself, even if the rest of the Monkey Team is in the heat of battle.

TEAM ROLE

- Self appointed “Chief officer of Science” – math & science whiz.
- The team's designated worrier.
- Pilot of Fist Robot 2 (Robot's left hand).

SPECIAL POWERS \ MOVES

- **CYBOVAC DRILLS!** Gibson's Drills replace his hands – then we do a cutaway view of the drills, revealing a bank of “revolving cartridges” within them with varying features, some for suction, others for expulsion:
- **DRILL:** The drills work primarily as hole makers.
- **CARTRIDGES:**
 - ◆ **MONSTER SERUM** – dissolves monsters on contact.
 - ◆ **FIRE.** – good for making fires.
 - ◆ **WATER** – good for putting out fires.
 - ◆ **WIND** – high power blast of air.
 - ◆ **SUCTION\VACUUM:** for siphoning\cleaning.
 - ◆ **BLOWER\SQUIRTER NOZZLES:** to blow\shoot liquids that have been sucked in and stored in via the reservoir.
- **NOTE:** Gibson prefers to avoid direct physical conflicts; instead he'll use “ranged” attacks that strike from a distance, or come up with a clever solution to avoid it – like using his drills to collapse a wall on his opponents.

GIBSON & CHIRO

They're both big fans of science, but Gibson is a little more zealous about making everyone knows how important is is to daily life. Gibson takes great pleasure in sharing his intellect with the boy and helping Chiro to develop his own mental facilities in regard to logic, deduction and problem solving. Gibson sees Chiro as his only real peer in regard to science in the group, though wonders why Chiro must always boil down his long explanations into short phrases, which he always responds to with, “That's what I said!” Further, Chiro's curiosity often frustrates Gibson and it makes him nervous when the boy experiments with his lab equipment. Usually his nervousness is well warranted as Chiro is like many boys his age and often just wants to see stuff blow up.

GIBSON & ANTAURI

Antauri is the closest Monkey to Gibson – their relationship is one of mutual respect. They both enjoy looking at the big picture of any problem and working to solve it together. They complement each other well. But while the flexible Antauri is always willing to go with the flow, Gibson prefers to have some kind of blueprint before moving into action.

GIBSON & SPRX-77

SPRX-77 drives Gibson crazy, because of his uncanny ability to poke holes in his well thought out schemes. Similarly, Gibson takes great pleasure in proving SPRX-77 wrong. Both will jump at any opportunity to verbally put down the other. But, although these two monkeys are always giving each other a hard time, they are there for each other when troubles arise, fighting side by side. And, of course, they'll still be giving each other a hard time even as they fight.

GIBSON & OTTO

Gibson is certain that Otto plays dumb just to annoy him, but the fact of the matter is, Otto is usually just trying to help. Again, Otto seems to inadvertently push Gibson's buttons to make him lose his patience. Gibson can't accept that Otto is as simple as he is. And it is especially irritating when Gibson goes on and on about how impossible it would be to build some scientific device and before he's through rambling, Otto already has it built. It's almost as annoying to Gibson as that bellowing burp Otto seems to be perpetually perfecting.

GIBSON & NOVA

Incapable of understanding Nova's emotional nature often gets him in trouble with her. He'll try to explain her passions away logically and she'll just smack him. Still, he admires her fierce determination and passion... and sometimes seems to live vicariously through it. He'll always try to compliment her, even though it comes out wrong.

OTTO (Green)

Strongest of the Monkeys, Otto is soft-spoken and prefers to let his strength and actions do his talking. He's rock solid dependable, and for sheer power, he has more strength than any two of the other monkeys put together. As a mechanic, his specialty is the ability to produce tools from his robo-limbs and use them to create incredible gadgets (usually Gibson designs). Though Otto isn't known for brains, he's not a complete idiot – he's well aware that it's often smarter to stay quiet than to open his mouth. He gets along with everybody. When he does open his mouth, it's usually to make some off the wall comment. Example: "If the Skeleton King is a king, shouldn't he be wearing a crown?" Having more pure monkey in him than the others, Otto frequently scratches, grooms and obsesses about bananas.

TEAM ROLE

- The mechanic of the Team.
- The Dumb one \ Comic relief – gets along with everybody.
- Pilot of FOOT CRUSHER CRUISER ONE (Robot's foot)

SPECIAL POWERS \ MOVES

ENERGY SAWS: Otto's hands manifests spinning blades of pure "green energy" capable of cutting through just about anything.

- CYCLO-CHOPPING DOOM SPIN! Otto spins his body, spinning the blades around to become a tornado of chopping power.
- WHIRLING DESTRUCTO SAWS! Otto locks his blades together and hurls them and they whirl about, slicing anything they come into contact with. Otto keeps hold of a chain, which he uses to pull his saws back at will.
- SCRITCH-SCRATCH DOOMTHROWER! Otto holds one blade horizontally and lowers the edge of the other blade atop it vertically (like a vinyl record and a needle). Each time the vertical blade comes in contact with the horizontal blade it hurls out a barrage of green energy bolts at targets.
- STUN SPARKERS! Otto lays the edge of the spinning blades against each other at a 45 degree angle. This causes a brief "brilliant" shower of sparks that temporarily stuns his foes.
- RAZOR CHARIOT! Otto drops his spinning blades into the floor\ground and lets them dig in and pull him across a terrain.

OTTO & CHIRO

Chiro's unconditional pal. Otto adores Chiro and would do anything he could to protect him. He likes being the one who always gets Chiro's back, trusting the boy, even if he senses the kid's getting in trouble. Fiercely loyal, he sticks with Chiro through thick and thin and would fearlessly follow him through the gates off hell.

OTTO & ANTAURI

Antauri is the monkey Otto idolizes – he’s cool, mysterious and a great leader. Any time he gets the chance, Otto will try to impress Antauri. Unfortunately, some of Otto’s unorthodox eating habits impress Antauri, who can’t seem to understand.

OTTO & SPRX-77

Sparks is the monkey that Otto thinks is the coolest. Often Otto can’t resist Sparks’ crazy ideas and will always be seduced by his energy. Otto is the only monkey who actually believes all of SPRX-77’s stories about just how cool he is. And SPRX-77 is the only monkey who will join Otto in a belching contest.

OTTO & NOVA

Otto and Nova are like Siamese twins and are by far the finest fighting tandem. He isn’t sure why she likes him so much... but he enjoys her company all the same. But sometimes her quickness is just a little too quick for the slow moving and slow thinking Otto. Of course that won’t stop him from trying to keep up.

OTTO & GIBSON

Like the left foot and right hand (which they pilot in the robot), these two couldn’t be more different. They’re cooperative efforts usually end up in disasters because they approach problems so differently. As intellectual Gibson will always attempt to think them out of a tough spot, Otto will seek out the part he believes needs physical persuasion, I.E., SMASHING. For Gibson, it’s a race against time to figure out a clever solution to a problem before Otto can crush, blast or incinerate everything associated with it. The funny part is that Otto often remains blissfully unaware of Gibson’s frustration and always compliments him on great teamwork.

Other times, Gibson, will go on and on at how an incredible, certainly impossible to build machine or device could save the day, and then as he’s talking, master mechanic Otto will construct a working model of the machine. Gibson sees it as Otto trying to show him up, but the Green Monkey is just doing his thing. Otto genuinely likes Gibson and admires how he’s always trying to think the Team out of a problem. Otto is usually only trying to help when he uses his great strength or raw brute force to solve a problem for Gibson... unfortunately, often, he inadvertently makes it worse. But when Gibson needs one of his inventions built, Otto is always there with his multi-tool hands.

THE SUPER ROBOT

In the center of Shuggazoom City is Machinder Park. Amidst the fountains, trees and sprawling lawns stands a 120 foot humanoid of steel – The Super Robot. It may seem like only a statue, but it is in fact the most impressive machine in Shuggazoom City. In the series, the Super Robot is a character... it is synonymous with the Team as it is their high tech headquarters, multi vehicle battleship and spacecraft all in one.

SUPER ROBOT FEATURES:

“MACHINDER MODE” aka LOCKED POSITION: The Super Robot as a single mecha battle machine has a variety of attacks\defenses\tools to aid in its protection of Shuggazoom City.

SUPER ROBOT (as a whole)

- VEHICLE – capable of flight through space, underwater, through fire, lava, etc...
- DEFENSE GRID – an energized shield surrounds the Robot, protecting it. To engage this feature, the Super Robot gives up its ability to move – becomes a statue.
- LIMB ROCKETS – the metal bands on the Super Robot limbs slide aside to reveal rockets that can launch at a target.

THE HEAD: (The Brain Scrambler – piloted by Antauri)

- “ANTENNA BOLT LAUNCHER” – The top of the Robot’s head opens up and two smaller contact towers appear. Together with the Robot’s antennae, they create a BALL OF LIGHTNING ENERGY and launch it with destructive attack results.
- “EYE SOCK-ITS” – Focused RED beams can be fired from the Super Robot’s eyes.
- “TRACTOR BEAM” - Focused GREEN beams from the Robot’s eyes lift objects.
- “HEADLIGHTS” - Two h-brightness spot lights from the Robot’s eyes.
- “MEGA-PHONE” – Exterior megaphone device unfolds for broadcasting.
- “SONIC SCREAMER” – Sonic attack emitted from the megaphone attachment.
- “RADAR ARRAY” – A large dish unfolds on the side of the robot’s head.

THE HANDS – (The Fist Rockets piloted by SPRX-77\Gibson)

- “ENERGY SHIELD” – The fists come together to form a round “energy shield”.
- “GRAPPLING HOOKS” – hook fired from the hand can winch the robot up.
- “CLIMBING CLAWS” – The fists unfold into climbing claws.
- “FINGER MISSILES” The ends of the fingers launch as missiles.

THE MIDSECTION (the Torso Tank – piloted by Chiro)

- “PLASMATRON FURY” – The Robots Chest opens up and a tremendously powerful energy beam can be fired.
- “MONKEY LAUNCHER” – SIX HOLES iris open on the robot’s chest and the Monkeys (rolled up) and Chiro (in a pod) can be launched out.
- “TORSO CANNON” - LARGE CANNON unfold from the sides and atop the shoulders of the Robot and swivel down to face either forward or backward.
- “HYPER-BOOST” – HUGE rocket engines exit the back for speed boost.

THE FEET (Foot Crusher Cruisers – piloted by Otto\Nova)

- “FOOT ROCKETS” – Bank of rocket launchers.
- “CLIMBING SPIKES”

“DISENGAGED” MODE: The Robot has the ability to split into 6 different vehicles, each of which is piloted by a different Team member.

BRAIN SCRAMBLER MODE

- FIGHTER MODE – Becomes highly maneuverable harrier-like fighter.
- DIGGER CLAW – A claw folds out to give the scrambler the ability to dig.
- THE EYES – Still emanate energy beams, tractor beams, lights.

“TORSO TANK” MODE (the midsection piloted by Chiro)

- MEGA CANNON – very powerful proton cannon.
- MEGA LASER – super hot beam that can melt\weld things like a torch.

“FIST ROCKET” MODE

RIGHT HAND (First Rocket 1 – air fighter piloted by Sparks)

LEFT HAND (Fist Rocket 2 – air fighter piloted by Gibson)

- FIGHTER MODE - Becomes highly maneuverable fighter.
- THUMB CANNON – very powerful cannon appears on the bottom of craft.

“FOOT CRUSHER CRUISER” MODE

RIGHT FOOT (Foot Pressure Cruiser 1 – SUV\Ground vehicle piloted by Nova)

LEFT FOOT (Foot Pressure Cruiser 2 – SUV\Ground vehicle piloted by Otto)

- LASER CANNONS –
- FOOT ROCKETS –

INSIDE THE SUPER ROBOT

The Super Robot is also the Team's home and base of operations, and is equipped with everything the team could ever need. It is high tech – with sliding doors and vacuum tube “elevators” for quick inter-robot travel. The rooms are of clean futuristic design (think 2001) but are “monkey friendly”, meaning bars can pop out of structures for them to hang on, etc...

LEVEL 1

- **HYPERFORCE COMMAND CENTER:** with a Power Primate computer hub and attached laboratory equipment with cutting edge monkey robot science.
 - ◆ 6 vacuum tubes down the back wall.
 - ◆ A giant computer console with a large plasma screen – as many smaller screens as necessary can appear.
 - ◆ Six chairs face each other in a semi-circle.
 - ◆ **TECHNO-SPHERES** – On each side of the room are fixed spheres (that sort of resemble the hip joints of the Robot) that can open up to become any kind of technical, lab, area.
 - LAB – microscopes, scanners, chemicals, etc...
 - HEALING TANK – if somebody gets hurt, needs healing they thrown in this vat of gunk that'll fix em' right up.

LEVEL 2

- **TRAINING ROOM:** Gymnasium\holographic “Danger Room” designed to keep the monkeys sharp with realistic battle simulations for training.
 - ◆ Six vacuum tubes with openings on an overlooking balcony.
 - ◆ Walls and floors move to become any environment.
 - ◆ Robots appear from walls and floor to beat up for practice.
 - ◆ Can also become a virtual environment.

LEVEL 3

- **APARTMENTS:** Each of the Team members has their own room:
 - ◆ Hibernation tube, except for Chiro who has a bed.
 - ◆ Personal effects and is decorated to reveal personalities.

MISCELLANEOUS

- **CRAWLSPACES\ETC...** The Super Robot can have anything else we need it to have that might logically be inside. – vent shafts, weird reactors, tangles of wires, etc...

SKELETON KING

His face is a cyborg version of a winged skull. His innards are visible through transparent armor. Not even the Team knows his mysterious origin. All that is known is that he represents the greatest source of evil in the universe. He is the Skeleton King.

Being synonymous with evil has twisted Skeleton King to consider himself omnipotent – especially against a peaceful city protected only by a kid and some robot monkeys. He’s egomaniacal, diabolical and cruel, yet likes to occasionally amuse himself with a macabre turn of phrase. With the biting tenacity of bulldog, Skeleton King pursues his one simple goal... Turning Shuggazoom City evil before the Cosmic Changeover.

MOTIVATION (And a weakness)

Prowling somewhere in space, never too far from Shuggazoom City is a nightmarish cross between a castle fortress and a giant jagged tooth. This is The Citadel of Bone, Skeleton King’s lair and the source of his power. It is his lifeline to recharging himself with evil – which is why he rarely ventures far from it. Even when SK does occasionally leave his Citadel for short periods, his power is greatly diminished. This frustrating dependence on his lair is what drives him to complete his goal. Desperation is slowly setting in. For if he conquers Shuggazoom City and turns it evil before the Cosmic Changeover, he will be liberated from his lair and free to spread his evil throughout the universe. For now though, he’s stuck... With only The Super Monkey Team in his path.

SKELETON KING POWER \ METHODS

Skeleton King considers physical battle far below him. Skeleton King’s powers revolve around his complete control of all evil:

- SK can create and summon evil creatures from the far reaches of the Galaxy and command them to do his bidding.
- SK will attempt to turn evil any creature he believes can help him achieve his goal.
- His Scepter gives him the ability to spy on the Super Robot Monkey Team.

The evil one has a limitless supply of diabolical plans to achieve his mission. 90% of Skeleton King’s plots use monsters of various types to do his bidding. A sampling:

- The complete and utter destruction of Shuggazoom City.
- Monster invasions to overwhelm the city with evil, causing hopelessness and despair.
- Turning Shuggazoom City’s good residents hateful and evil via monsters that wield powers of mind control, hypnosis, or diabolical deception.

SKELETON KING & CHIRO

Early in the series, Skeleton King considers himself miles beyond Chiro and figures it will only be a matter of time before he’s done away with the boy and his monkeys. His contempt for Chiro and the Team is plain in his dialogue and his simple “turn Shuggazoom City evil” plots. Because the gap is so great in their power, Skeleton King underestimates Chiro initially... which is one reason why his plans always fail. After being repeatedly thwarted by the Team, Skeleton King begins to respect them enough to create more sophisticated attacks (emotional, psychological), specifically aimed at destroying the Super Robot Monkey Team (and achieving his ultimate goal).

MONSTER MINIONS

As one who considers himself above engaging in battle, the Skeleton King most formidable power is creating, summoning and sometimes even the hiring a limitless variety of monsters to do his bidding. At his disposal is a vast array of monsters ready to be used against the forces of good. The creatures might be human sized, super robot sized or anything in between. They can find inspiration in anything, from Giant mech warriors, to Godzilla-like creatures, and the merging of anything animal, vegetable or mineral. Ideally, use the above as a guide – we want to see creatures we have never seen before...

CREATED MONSTERS

As the strongest source of evil in the universe, Skeleton King has the power to create misshapen creatures of all shapes, sizes and descriptions. In the throne room of his Citadel is his bubbling “Pool of the Formless”, which is essentially “liquid evil.” His primary use of the pool is the creation of a numberless amount of personal guards called:

- FORMLESS – Very cool skull themed “ooze-robots”. Individually, they’re not so tough, but in great numbers, they’re extremely formidable.

Skeleton King can also merge his evil goop with any combination of animal, vegetable or mineral to create a limitless variety of custom monsters that has special powers:

- Rock Calimari (chunk of rock + a squid) – pure destroyer.
- TV Monster (Powerful robot + television set) – hypnotizes the town.
- Batra (several bats + radar dish) – flying nuisance.
- Mirror Beast (cyclops + broken mirror) – creates evil twins.

CONTROLLED \SUMMONED \ HIRED MONSTERS

Skeleton King can use his amazingly strong will to control any monster that contains even an ounce of evil. Creatures that might be angry, hurt, or just confused – Skeleton King will use every diabolical resource he can muster to control them. And if a monster isn’t entirely evil, Skeleton King may ally himself with them or bind them through deception or promise them something in return for their subjugation.

- Thingy (benevolent creature turned evil).
- Oculus Tenticulous (dormant monster roused to attack city).
- Planet Z. (indifferent giant monster hired to attack Pachi).
- #4 (envy turned to evil jealously).

THE STORIES

SERIES FORMAT

Each episode will include a stand alone 22 minute story. We'll open with a 1-2 minute teaser, two or three script pages long that hints of the action to come. Following the teaser is the traditional three-act structure action adventure with cliffhanger ending act breaks.

THEMES

The series is a hero's journey\coming of age science fiction adventure. Thematically, each story will include Chiro developing a heroic quality through a hero's lesson, (courage, loyalty, honor, etc...) under the tutelage of five Super Robot Monkeys.

PLOT STYLE

Simple "A" plots focus on a threat to Shuggazoom City. Meshed with the A plot is a Chiro "B" plot focusing on the hero lesson he'll learn for the story. Any kind of "C" plot should be no more than a running joke or Monkey character bit. Imagine Murphy's Law Storytelling. Familiar sci-fi subject matter infused with O. Henry twists and turns.

- A giant tentacled eyeball has hypnotized the town... well, everyone except Chiro.
- A very important member of Shuggazoom City has been abducted.... It happens to be "the number three" – yes, the city is thrown in chaos without "3."
- Chiro has met a nice girl... too bad she's a transforming destroyer robot in disguise.
- The long lost sixth member of the Monkey Team returns, an aged Fu Manchu Monkey obsessed with one thing: Shuggazoom City's domination.

DRAMA

Juxtaposed with the cool weird fantastic plots, our hero Chiro, learns how to lead the Super Robot Monkey Team. So while stories will most often feature superhero science fiction, they'll also include elements of kid friendly drama (Chiro meets a Girl), mystery (Girl is not what she seems) and horror (Girl is actually a monster).

The stories will work on a secondary emotional level, to include the core themes of loyalty, courage, honor and friendship – focusing on Chiro's personal growth and his relationship with the Monkeys. Never preachy, the tone will be intimate, like a friend helping their friends to become their best.

RAISING THE STAKES (later episodes)

The tone of the stories will mature with our audience. As Chiro grows in skills and power, so will the threats launched at him by Skeleton King. The audience will get more drama and stories with an ever increasing scope as the season progresses. This widening story arc will go hand in hand with Chiro's continual development as a hero.

THE ACTION

Action sequences will be a major portion of the show and will be a stand-out attraction and method for telling our stories. The action will almost always focus on the Team involved in fantastic battles against amazingly cool monsters. Though the stakes will be life or death, the action itself will be fun, packed with energy, and stylized with anime inspired staging, cuts, and fx merged with cool music.

THE PACE

Action should be slam bang in your face with bullet cuts, but each action sequence should not just be gratuitous action, but should reveal character (through emotion and humor). Here are some hints how to we'll make every action sequence feel special:

- **TELL A STORY:** Each sequence should have a beginning, middle and end. The heroes engage the bad guys, start to lose, and then turn it around. Or reverse the sequence of events. Or come up with your own. Surprise us and make them feel fun.
- **MOOD:** Use locations, time of day, lighting situations to add to the visual impact.
- **SPLIT-SCREENS** – work well to compress time. Split screens usually work best cutting between characters while in their vehicles, but usually having two onscreen at the most. It's okay to use more than two characters for “team call-outs”.
- **ANIME STYLE DRAMATIC PAUSES** – allow the audience to recover from the action they've just seen. This might be the characters holding their positions for a beat or two as they recover from a wild series of action.
- **SHORT LINES** – Keep dialogue to short phrases – no long talks in the battle. Action dialogue should be constructed to maintain the drama and threat of the sequence, but still make it feel FUN! If we need an explanation, do it after the action.

DANGER LEVEL

To make the action mean something, it has to have a few components.

- **STAKES** – Compelling action sequence should demonstrate what will be won or lost – whether it's physical danger (to person, team or city), emotional\spiritual danger, etc... They still need to be FUN... Not too dark -- never depressing.
- **SCALE** – Outlandish scale (like a 100 foot crab with lightning eyes) allows us to do a lot of damage to the environment because of the fantasy nature. So go for it!
NOTE: MAKE SURE BUILDINGS ARE CLEARLY UNINHABITED.
- **DESTRUCTION:** we can destroy Skeleton King's monster creations, because they're not living. They're usually evil goop mixed with bugs, fish or animate objects and Skeleton King “zaps” of power – so are never truly alive. Merely animated.

INNOVATION

Construct fresh action sequences if possible. I know... I know... it's a Japanese team superhero show and you're thinking everything has probably been done... but the writer shouldn't limit him or herself to what's come before and attempt new things.

- **NEW MOVES** – Create new moves for the Super Monkey Team (both as a team as an individuals to perform) – give them colorful names that the characters will call out.
- **NEW GADGETS** – Give the Monkeys gadgets we've never seen before – bizarre science, weird machines, etc... (if its an important plot point... try to set it up).

TONE & HUMOR

As intense as the plots and action sequences are, they will be tempered by smart humor elements. During “serious action”, slapstick should be kept to a minimum and characters shouldn’t joke flippantly to defeat the believable danger \ threat element. Nervous jokes, understating the extreme peril, however, are welcome on a case by case basis. Example from the pilot, as the Team is confronted by giant Monster Thingy, Sparks nervously asks, “Chiro... What do you suppose it is Thingy eats?” Monster: ROAR! The Team is blown comically by the force of the Roar.

Otherwise, comedy will arise from four sources:

SITUATIONAL CHARACTER COMEDY

- Nervous one-liners in dire situations. Funny interaction between the Monkeys based on personality traits. Chiro finding his place in this new world, like when he plans to bring a girl home to meet the Monkeys, but insists they dress up like old women so he can introduce them as his “aunts.”

THE NATURAL COMICAL NATURE OF MONKEYS

- They’ll chirp, scratch and groom. They’ll use their toes and tails as comical props. And they’ll often forget they’re monkeys altogether for comical effect – like Antauri’s trip to the store being interrupted by kids who insist he dance to the song of an organ grinder. Finally he gives in, just in time for Sparks to spot him dancing for change... and never let him forget it.

OVER THE TOP, MANGA-STYLE TAKES

- Used to exaggerate emotional reactions which will result in heightened comedy. For instance, when Nova lets loose a screaming barrage at SPRX-77 for misbehaving, her head seems to grow huge and he is literally blown off his feet by the power of her voice (emotion).

GENRE INHERENT PARODY ELEMENTS

- The series has parody elements built-in because of its inspiration from Japanese Superhero Team Television Shows. Specifically, this refers to the outlandish nature of the monsters and the team based stylized action. However, we do not want word-for-word parodies.

NOTE: We want to avoid topical humor. Shuggazoom City is a futuristic fantasy land. They don’t have a Starbucks or Governor Schwarzenegger.

SETTING & LOCATIONS

SHUGGAZOOM CITY

A bustling, ultra-modern, high tech super city filled with massive towers of steel and supersonic transport cars, and streets brimming with a happy, productive populace. The perfect blend of science and man's good has created a shining futuristic utopia, towers of polished platinum with techno-businesses of all shapes and sizes technological dream.

By day, citizens rush to and fro in solar scooters, sleek hovering bumper cars, and fantastic monorail systems. At night, holographic ads, neon signs, and radio transmitters illuminate an awe-inspiring skyline. The calculated order and frantic pace of the city give one the impression of living inside a colossal pinball machine. If Imagineering built Manhattan. It is a wonder worthy of the Super Robot Monkey Team's protection.

Beyond its bubble gum Blade Runner exterior, Shuggazoom City is just as sweet on the inside. Citizens treat each other with respect and dignity and all things positive are the order of the day. There is peace and progress in this kingdom, where cool futuristic science comes together with man's concern for his fellows. It is a utopian stronghold for good. It is the last city of its kind in the entire universe.

MACHINDER PARK

Dead center in town is the park-like plaza home of the Super Robot. Colorful buildings flank it on either side. The Super Robot sits on its "pad", awaiting the call for danger. When activated, runway lights activate and the Super Robot runs down the runway. Other times it will simply launch directly into the sky.

THE PEOPLE OF SHUGGAZOOM CITY

The citizens possess an undying, industrious work ethic, always content, productive and ready to serve the common good. They live in peace, without crime, and work to help each other in their daily lives. The real strength of the city is the unity of the people. The inhabitants of Shuggazoom City are at the heart of what the Team is fighting for.

The people of Shuggazoom City hold the Super Robot Monkey Team in high esteem. They respect the sacrifices and danger the monkeys face, realizing without their heroes and their Super robot HQ, they'd be toast. Still, the average citizen might be a little weirded out when actually encountering a talking monkey robot warrior.

When Chiro does shed his Power Primate persona and walk around town, he will be recognized as a local celebrity – like the local high school athlete who's done good – there is respect and admiration, but no mobbing. The inhabitants appreciate the sacrifice Chiro is making, but because they've always known him, treat him the same.

Our recurring characters:

- ◆ GLENNY & BT – A pair of 15 year old kids in Machinder plaza neighborhood. They're the local punks who bully Chiro whenever they get the chance, only because they're jealous of what he's got. They're about as close as anyone in the city gets to being "evil."
- ◆ HOLOGRAPHIC ICE CREAM SHOP – MA & PA SHEENKO. Fifties couple, run this Mom and Pop operation. The kindly old man always has banana cones for the monkeys... even though Gibson always explains they consume specialized cyborg nutritional paste. Of course, no one understands a word he says... it all sounds like so much monkey gibberish.
- ◆ ANTI-GRAVITY BURGER VENDOR – MR. GAXSLAPPER. The rotund owner often gives Chiro his floating hamburgers free for doing such a good job fighting evil.
- ◆ COMIC BOOK SHOP – MR. PAULIE – A wise guy car salesman (turned comic book shop owner), where Chiro gets his comic books.
- ◆ END-IS-NEAR-GUY -- The bearded guy who's always expecting the worst. He carries a blank sign on a post that activates with "animating neon" (3 images max) to warn of the latest danger.

OTHER LOCATIONS

ZONE OF WASTED YEARS

Just beyond Shuggazoom City's main bridge is a dreary expanse of scorched earth. Fire geysers and lakes of acid, there isn't much friendly life, as anything living would almost have to be a skeleton King minion just to survive the environment.

This what you could call the evil part of Shuggazoom. This is what SK wants to turn the entire planet into. If a story calls for dreary creature filled caves, or fantastic alien rock formations with which to wage an epic battle, they can be found here.

CITADEL OF BONE

Shuggazoom City's evil twin: a mist shrouded asteroid, a cross between Dracula's castle and a giant Skeleton – the Citadel of Bone. This is the lair of the Skeleton King... and the source of all evil in the universe. Some features include...

- **THRONE ROOM.** Skull-themed decorum with big fancy chair. IN the same room... a few feet away, we find...
- **PIT OF THE FORMLESS** – A bubbling pool of ooze that Skeleton King can animate and bring to life and mold into monsters.
- **DOOMWATCH.** Lookout position, where Skeleton King can look plot his evil ways.

NEARBY PLANETS

The world that Shuggazoom City and the Citadel of Bone occupy isn't alone in its solar system. There are nearby moons, space stations, asteroids and even other planets in the solar system. In season two, we may get to see some of them, ice planets or fire worlds – anything you can imagine we should consider.

SCRIPT FORMAT

Series specific notes:

The anime nature of the subject matter and animation style calls for careful attention to introduce writers to the personality of the series:

1. SCRIPT LENGTH

- No more than 34 pages. To make certain the scripts allow enough room to play out the action sequences in storyboard, we want to limit the page count.

2. THINK STAGING (to minimize needless animation) –

- Make expository scenes visual, dramatic and graphic. Use lighting effects instead of movement to achieve mood. For example, using a holograph display or.
- If we don't need to see a character walk into a room, don't ask for it. Often, having a *Star Trek* door slide open to reveal the character already in a dynamic pose is more dramatic than watching the character walk into the room.
- We want to save our animation budget for the big action.

3. RE-USABLE “STOCK”: Several sequences will be created especially to be used repeatedly throughout the series. They will be “cut & pasted” into scripts for ease in production.

- CHIRO'S TRANSFORMATION: He triggers the Power Primate and is surrounded by a energy pulse, then gets an instant costume change.
- SUPER ROBOT MONKEY “ATTACKS” – several specific hand-to-hand attacks will have re-usable elements.
- SUPER ROBOT POWER-UP: Several cuts of the robot's infrastructure charging and the monkeys calling out their ready positions as the robot prepares to launch. Sequence ends in a 6 image split-screen.
- SUPER ROBOT “DISENGAGE”: Several cuts as the robot splits into six separate vehicles, each piloted by one of the Team members.
- SUPER ROBOT “LOCKED POSITION”: When the robot comes back together for battle\transportation as a single unit.
- MORE RE-USABLE STOCK SEQUENCES TO COME..

4. NO-NO'S & DON'TS

- No “color call outs.” I know the color names are all over the pilot, but the Monkeys will never be referred to by color any time. Please use their names only.

1. “Chiro’s Girl”

CHIRO spots some robot bullies harassing a weird Little Girl and her tiny pet spider monkey. Chiro comes to her aid and though he isn’t much help, his attempt impresses her. Her name is JINMAY – she has the same height and features as Chiro. Even her pet spider monkey, SOKKO, bonds with him. They’re a match made in Monkey heaven. Soon, Chiro and Jinmay are spending quality time together. They discover they like the same things, the zoo, robot toys, playing with Sokko, etc...

The Super Robot Monkey Team notices Chiro is neglecting his responsibilities. Embarrassed about hanging out with a girl, Chiro covers. When some biker monsters show up to wreck the city, Chiro manipulates the battle so he can show off for Jinmay. During the action, the Team discovers “Chiro has a girlfriend.” Reactions are mixed: Sparks is all for Chiro having some fun. Gibson is worried Chiro will be preoccupied. Nova is a sucker for romances. Antauri is concerned about Chiro’s level of focus. The deciding vote, Otto, just shrugs.

To ease the concerns of the Team, Chiro brings Jinmay to the robot HQ to meet them – but only after they promise to dress up in old women costumes so he can introduce them as his “aunts.” He isn’t ready to tell the girl that he’s a superhero. The monkeys humor Chiro, because they know how important she is to him. However, it is Jinmay who charms the Monkeys, who are tripping over each other trying to impress, entertain and please her with their antics. Meanwhile, Jinmay’s pet spider monkey, Socko sneaks off to explore the robot. Out of sight of the others, Sokko whips out a computer camera and scans the robot headquarters, analyzing it for weaknesses. Sokko works for Skeleton King. When the Robot Monkeys discover Sokko is up to no good, they deduce Jinmay is a spy as well. They try to warn Chiro, who refuses to believe it, thinking his friends must be jealous. When they prove it, Chiro angrily confronts Jinmay. Jinmay maintains her innocence and they argue. They end up breaking up.

Jinmay returns to Sokko, she doesn't understand why Chiro got so mean. Sokko reveals he can talk – he actually an evil little alien in disguise. Skeleton King arrives, explaining people are often not who they first appear to be. Even Jinmay hides a secret. SK produces a remote control device, he reveals that Jinmay is not a real girl, but... *a robot*. Jinmay had no idea. Sokko downloads the Team Robot's weaknesses into her and activates her secondary form. She transforms into – A GIANT MECHA WARRIOR! Sokko convinces Jinmay now she can get Chiro back for being mean. In reality, Jinmay was created for one mission... the destruction the Super Robot Monkey Team and Shuggazoom City!

Chiro and the Team must face Jinmay in her huge robot form. Chiro has grown so fond of Jinmay, he can't bring himself to fight her – then he realizes he can go after Sokko who controls her. Sokko keeps himself safe, by using Jinmay to protect him against the Team. Just when it appears the Team is finished, Chiro and Jinmay's relationship is rediscovered. Jinmay impossibly breaks free of Sokko's control. Love conquers all. Finally, Jinmay realizes she has a lot to learn about herself before she can live around people. She exiles herself into space. Chiro is saddened by her loss, but the Monkeys help him find hope that at least Jinmay is free of the Skeleton King's evil... and may return... someday.

2. “Planetoid Q”

The Super Robot Monkeys are trying to explain how the Power Primate works to Chiro, but he can't seem to get the hang of it. You can't be told what the Power Primate is – you have to experience all aspects of it yourself. Chiro's training is interrupted as defense systems warn of an incoming planetoid on a collision course with Shuggazoom City. The Super Robot Monkey HyperForce leaps into action.

The Team tries to blast the planetoid away, but discover it has formidable defense mechanisms – and it is alive! The planetoid is in fact a sentient being (like a giant head). He is Planetoid Q! Try as they might to get Q to change course to avoid flattening Shuggazoom City – the egomaniacal Planetoid Q refuses – considering himself far beyond the wishes of simpler creatures. Besides, he made a deal with Skeleton King. SK gave him fantastic engines so that he could direct his propulsion so he now can control his path. Skeleton King only demanded that Q smash into the Shuggazoom City side of the planet. And Z will honor his side of the bargain. The clock is ticking, as Planet Q races closer to Shuggazoom City with every second.

Left with no other choice, the Team fight their way past the Planetoid Q's exterior defenses and into his interior. The plan is to make a *fantastic voyage* to his brain center and deactivate his propulsion system. Along the way, Planetoid Q taunts them as inferiors and throw obstacles of every imaginable type in their path: drone antibody warriors, mucus membrane barriers, armor eating viral torpedoes, etc...

While overcoming these threats to their mission and themselves, Chiro will experience the Power Primate first hand as the Monkeys execute their jobs with perfect synchronization. Sparks demonstrates the spontaneous power of the Power Primate to Chiro. Blue instructs Chiro in the use of the Power Primate. Otto trains Chiro how the Power Primate strength is more than physical. Nova informs Chiro how the spirit of the Power Primate never gives up. And finally, Antauri teaches Chiro how to be one with the soul of the Power Primate.

As Chiro slowly comes to grasp the seemingly ungraspable of the Power Primate, the Super Robot Team overcomes any obstacles Planetoid Q can throw at them. Unexpectedly, Planetoid Q begins to take notice of the boy's enlightenment – and experiences the nobility and purity of both Chiro and the Super Robot Monkeys firsthand. At the same time, the Team learns from Planetoid Q what it was like to be a rogue planet, bouncing around the galaxy in some cosmic game of billiards with no direction or goal.

Upon connecting emotionally with the Team, Planetoid Q realizes he is wrong to allow himself to flatten the Team's home of Shuggazoom City. At the last moment, Planetoid Q destroys his SK propulsion, but it's too late, his momentum is about to cause the collision. However, Chiro uses his newly learned skills with the Power Primate to help alter Q's course and save Shuggazoom City. In the end, the Robots repair Q's propulsion, once again giving him the power to control his path. Planetoid Q plans to explore the universe with a new perspective – his contact with the Power Primate has made him realize there's far more to himself and the universe. As a salute to the team, Planetoid Q manifests a continent shifting transformation of his planetary surface to make his head resemble that of the Robot Monkeys.

3. “Ape New World” (formerly “Planet of the Robo-Apes”)

The Team returns to Shuggazoom City from clear across the galaxy at warp speed. Suddenly they’re attacked by strange Skeleton Kings forces right in the middle of the warp. After some flashy special effects, the Team manages to escape. The Team drops out of warp speed at Shuggazoom City... but find it has completely changed. Instead of a population of humans, the place is populated by – ROBO-APES. The Robo-Apes history claims they evolved from man. According to Gibson, the warp space attack has possibly thrust them millions of years into the future! According to the robo-apes, the Skeleton King was long ago defeated. The Robo-apes now have a world of peace and serenity. An ape-themed utopia.

A world of robo-ape peers has a dramatic effect on the Super Robot Monkeys. In old Shuggazoom City, they’re respected and needed, but here they’re adored superheroes, media sensations with universal appeal. The Super Robot Monkeys are given merchandise, parades, even their own castles. They are quickly raised as the figureheads of robo-ape society. At first, Sparks loves it – this is what he’s been wanting all along. Gibson quickly becomes full of himself – he always thought he was worthy of a high station. Otto never grows tired of showing off his strength to the masses. Nova digs her role model status. Even Antauri finds himself seduced by the throngs demanding he share his Power Primate wisdom.

Chiro, however, is kind of suspicious about how human beings evolved into robot-apes. Not that there’s anything wrong with being a robot monkey, its just plain weird we became robots too. Chiro investigates Shuggazoom City and soon discovers it’s not what it seems. Many buildings are mere facades and some of the monkeys are actually constructed of old war machines. Chiro discovers that Skeleton King has created a knock-off Shuggazoom City world to keep the Team occupied – so he can move in on the real thing and turn it evil while they’re gone! The attack while they were in warp was just to knock them off course toward the fake Shuggazoom City.

When Chiro alerts the Super Robot Monkeys, some of them don't want to believe it. They've grown accustomed to being practically worshipped in their new fantasy world. However, they all come around in the end. The problem is, they've been gone so long, Skeleton King has had time to rally an overwhelmingly huge army at the walls of the real Shuggazoom City. This army is so big not even the Team can defeat it alone. However, using their newfound adoration among the inhabitants of the fake Shuggazoom City, the Team enlists the aid of the robo-apes and creates their own army to defeat the minions of the Skeleton King.

4. “The Secret of Monkey Mango”

Skeleton King has tried everything – banana shaped monsters, tire-swing shaped traps, etc... He has assembled the fiercest monsters and deadliest weapons from all over the universe, but nothing has beaten the Super Robot Monkey Team. Skeleton King is at wits end when an old monkey appears in the shadows. He claims to have already defeated the Super Robot Monkey Team... once. Skeleton King is intrigued.

At the Robot headquarters, Chiro is bored. The Monkeys have been trying to keep him focused on his strategy\ tactics exercises, but the lack of tough monster competition has made him complacent. So looking for fun, Chiro explores the robot, searching every nook and cranny. He ends up uncovers a secret chamber which holds a *sixth* monkey tube. Chiro is curious, but the Monkeys quickly reseal the chamber and refuse to talk about it. It is a secret from long ago, that they do not want to revisit.

Just about then, a mysterious “cosmetics” themed monster invades Shuggazoom City. Chiro is cocky and laughs at the “lipstick cannon”, thinking Skeleton King must be really scraping the bottom of the evil barrel. However, the cosmetics monster proceeds to beat the crap out of them! Whoever this monster is he knows just about every move and strategy they got. The only moves he can’t counter are the ones that Chiro has come with – but because Chiro has been neglecting his exercises, he only has a couple. The Team ends up losing. Bad! The mysterious cosmetic monster removes his mask to reveal... A monkey with long white hair, long white nails and wearing plenty of make-up. He is the long ago banished sixth member of the Super Robot Monkey Team – MONKEY MANGO. The other Monkeys react in shock – it’s impossible!

The Team is put on a ship headed for a Skeleton King prison world. Chiro demands the others tell him the story of Monkey Mango and they finally agree to. If they had told him earlier maybe they wouldn’t be in this mess. The monkeys suggest that if Chiro practiced his exercises they could say the same thing. Antauri tells the story of how Monkey Mango was a founding member of the golden age of the Team. He turned bad, however.

Some say because he didn't like being the "mango" monkey. He ended up stealing the robot and trying to conquer Shuggazoom City by himself... but the other monkeys managed to stop him. His special powers were taken from him and he was given a job testing cosmetics. Apparently he was there so long, he's come to rely on make-up so much, that now he uses them as integral parts of his weapons and armor. Chiro isn't about to let them be defeated by one old monkey!

The Team goes into action with some serious Power Primate action planning. Monkeys help Chiro come up with all new battle strategies. At the same time, Chiro helps the Monkey remember all the strategies that Monkey Mango used in the past, so they can defend against them. In the end, the Team breaks out of the prison ship and gets a monumental rematch against Monkey Mango – who has made himself "Monkey King" of Shuggazoom City. This time it is Monkey Mango's complacency that gets him beaten in battle. Monkey Mango is stripped of his cosmetic armaments and given a job at the zoo.

5. “The Lords of Soturix 7”

The Team is on their way to checking out a weird beacon emanating from a planet called Soturix 7. Supposedly uninhabited, it’s just a routine mission. Meanwhile, Chiro has been practicing piloting the robot – and instead of simple straight forward flying, he’s been performing all these crazy spins, flips, and twirls, just for fun. All of the monkeys (except for Sparks) see no positive use for such childish behavior.

As they arrive at the planet, Gibson reports the detection of an odd power source. Passing through the atmosphere, the ship’s power systems go berserk. The robot crash lands on the planet – a desert wasteland. Chiro comes to first and notices the Monkeys seem out of it. He carries them outside top safety only to discover – the energy field that knocked down the ship also had an effect on the monkeys – they start chittering and picking their nose and grooming each other. They’ve reverted to pure monkeys!

Things get worse when the planet’s inhabitants appear -- a nomadic tribe of kids decked out and armed in the Tuskan Raiders version of skatewear. Chiro and the monkeys are captured by the kids and taken to their village. They’re brought before the tribal chief kid – VANZZ. He sentences Chiro and the Monkeys to compete in battle like competition in a Road Warrior-like skate park arena for the kids amusement. During the competition, Chiro ends up performing some skateboard moves, like his flying, earning him a pardon from Vanzz and the kids accepting him as one of their own.

Chiro plays along, hoping he can earn their trust and free the monkeys later. As the Super Robot Monkeys are forced into wild gladiator-like competitions with each other, Chiro is integrated into the kid’s tribal society. He is accepted and befriended by them all... except for the leader, VANZZ. Chiro plays along with the kid leader, until he finally manages to sneak away and discover the source of the weird energy that’s playing havoc with the robot part of the monkeys: A force field projector surrounds half the planet and keeps the kids prisoners on that half well. Before Chiro can disable the force field projector, he is captured by Vanzz – who set-up the projector in the first place.

Chiro is going to be exiled from the tribe to face the desert alone, when he invokes the “code of the skate rats.” It allows for Chiro to challenge Vanzz in a skate duel. As Chiro engages in a wild skateboard duel, Chiro wins the duel, but Vanzz is going to declare himself winner anyway. Just as Chiro is about to suffer the ultimate price, one of the other kids that Chiro befriended turns off the force field projector. The Super Robot Monkeys return to the normal selves and engage in a giant battle with Vanzz and his guardians. In the end, the kids are freed from Vannz’ tyranny as Chiro transports them to the far side of the planet — a lush canyon paradise home to the greatest natural half pipe formations ever created.

As the monkey’s climb in their repaired ship, they fail to recall much of their “lost time”, only wondering why they have bugs in their teeth and boogers on their fingers. As Chiro takes off he is exuberant and performs some of his wild flying maneuvers – which get him the same lectures from Antauri, who just can’t see the use of such fooling around.